

CA281

TM

ASSAULT



ATARI® 2600 &
BEARS VIDEO ARCADE
COMPATIBLE

ASSAULT™

DISPLAY



JOYSTICK CONTROL

(1) Without using the push button



(2) With push button pressed



BOMB INTRODUCE A COMPLETE SERIES OF UPDATED VIDEO GAME CARTRIDGES.

BRIEF DESCRIPTION

- (1) At first, a mothership that cannot be destroyed moves along the screen
- (2) In each page, mothership will lay a total of ten aliens in the space.
- (3) In different pages, the aliens will have different ways of movements:
 - (i) Horizontal movement with sudden change of direction
 - (ii) Up-down + horizontal movement with sudden change of direction
 - (iii) Sudden appearance at random locations for a short while
- (4) The alien at the lowest region will emit different kinds of weapons at different pages:
 - (i) Single missile
 - (ii) Groups of missiles
 - (iii) Laser
 - (iv) Fireballs
- (5) There are several kinds of aliens, namely
 - (i) Large alien that cannot disintegrate
 - (ii) Large alien that can disintegrate into two small aliens
- (6) Different aliens & weapons with different speeds & movements in different pages.
- (7) Fireballs reaching the base will attack cannon horizontally.

GAME PLAY

- (1) The player can fire at the attacking aliens both vertically or horizontally by means of skilful control of the cannon.
- (2) The weapons emitted by the aliens cannot be destroyed, with the exception of the horizontal moving fireballs
- (3) The cannon will be destroyed either by
 - (i) colliding with the weapons
 - or (ii) over heating as indicated by the temperature ball.
- (4) Game over in either cases:
 - (i) Full score attained (ie. 999999)
 - (ii) All cannons are destroyed
- (5) A bonus cannon will be awarded for every 10000 marks, with a maximum of 4 chances

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